

At-Home Learning Guide

Grade: Kindergarten
Subject: Literacy
Topic: Author's Purpose

Building Background Knowledge

Big Idea: In Kindergarten learners learn that authors have specific purposes for writing the texts they write. They write to Persuade, Entertain or Inform. (PIE is a way to remember the three purposes.) Also, our Kindergartners are learning to write sentences to tell information about a familiar topic- such as a book they have read or listened to.

Here are the literacy skills and vocabulary your learner can practice as you share and discuss with them different kinds of texts, including books, photographs, videos, articles, poems, and websites:

- I can name the author's purpose in writing a text.
- I can give two reasons from the text to support what I think is the author's purpose.

Chat

Here are some handy questions to get conversation started.

Question	Potential Answer(s)
What are three main reasons authors write texts?	To persuade (To change you reader's mind) To entertain (To provide something fun and enjoyable for your reader to read.) To inform (To provide your reader with facts.)
What are some topics you want to know a lot about/ be an expert on? What are some things you already know a lot about?	Answers will vary.

Coach

Got a little more time? Here's is a suggestion for how to help your learner explore complex text and ideas related to this topic, as well 1-2 websites you can check out.

Check out the following texts. Have your learner share what they think is the author's purpose.

1. [Arnie the Doughnut](#) by Laurie Keller (*Entertain. Answers may vary as to why, but might include: it's a fiction piece, it's silly, it makes you laugh.*)
2. [Impossible To Train](#) by David Hill (*Entertain. Answers may vary as to why but might include: it's a fiction piece, it's silly, the dogs are talking to each other.*)
3. [A Bed for Winter](#) by Karen Wallace and [Why do Animals Hibernate](#) by David Martin (*Both are to Inform. Answers may vary as to why, but both texts tell facts about real animals and feature real pictures instead of illustrations.*)
4. [Sun, One in a Billion](#) by Stacy McAnulty (*Inform. Answers may vary as to why, but the author is MAINLY telling facts, though they do so in a fun way!*)

As you are discussing these texts with your learner, they may confuse texts written to inform or entertain. For example, sometimes stories written to entertain tell a reader some facts or sometimes an informational text includes jokes. To help your learner keep these two types of texts separate, ask them: 1.) When the writer sat down to write this piece, what do you think they wanted you to take from it- the facts or the fun? 2.) What does the writer do MOST of the time, for most of the book- tell facts or tell a story?

Create

Get inspired by ideas and create your own at-home learning experiences.

One of the best things you can do to help your learner develop their vocabulary and reading skills is to encourage them and help them be an expert about something. Have them pick a topic, idea, etc., Then grab 3-5 texts about that same topic. The vocabulary and ideas that were challenging at first will keep showing up and get easier and easier.

The less a child has to focus on figuring out words and comprehending texts, the more they can work on reading sharpening reading skills, like Author's Purpose.

Congratulations!
Thanks for enhancing the educational experience of your learner.
We couldn't do it without you!

At-Home Learning Guide

Grade: First
Subject: Math
Topic A: Adding and Subtraction
Module 4: Place Value, Comparison, Addition and Subtraction to 40

Big Idea: Important skills in first grade are adding and subtracting within 100. Building off prior work adding to ten and then twenty, first graders are practicing adding and subtracting between 20 and 40.

With some practice...

Here are some things your learner will be proud they can do:

- I can see numbers as the amount of tens and ones in a two digit number (to help with adding and subtracting them).
- I can add and subtract by tens.
- I can use the symbols $>$, $=$, and $<$ to compare quantities and numerals.

Chat

Here are some handy questions to get conversation started.

Question	Potential Answer(s)
Which number is greater, 39 or 25? How do you know? 29 or 25? What's the sign for greater than?	Thirty-nine. Because there are 3 tens and in twenty-five there are on 2 tens. Twenty-nine and twenty-five have the same tens, but 9 ones is more than five. $>$
How many tens are in the number 33? What is ten less than 33?	3 tens. Ten less is 23.

Coach

Got a little more time? Check out a quick description of what your learner needs to know, advice for how to help them as well as give you 1-2 websites to check out.

Money is a great way to help your learner practice adding and subtracting. Start by limiting the coins you use to dimes and pennies. This will help your learner get comfortable counting by tens and ones.

- First, clarify what coin is worth ten cents and what coin is worth one cent.
- Next, have your learner use real, plastic, or drawn coins to represent the various amounts. For example, 59 ¢ .



- Last, relate the practice to addition. 59 ¢ is 50 ¢ + 9 ¢ .
- When this skill gets firm, feel free to add in nickels. 59 ¢ = 50 ¢ + 5 ¢ + 4 ¢ .

Create

Get inspired by ideas and create your own at-home learning experiences.

A deck of cards can do...A LOT! Use it to help your learner solidify their understanding of tens and ones. One a sheet of paper, draw a place value chart with tens and ones. Then flip over two playing cards cards, or you can make number cards. Have you learner tell you the name of two digit number and how many tens and ones in the number. Next, take a turn and say the number and the tens and ones. Whoever has the largest number wins. For an extra point, say the number that is ten more and ten less! (49 and 29.)

= 39

Tens	Ones
3	9

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At-Home Learning Guide

Grade: Second
Subject: Math
Module 4: Adding and Subtracting within 200
Topic C: Strategies for breaking apart tens

Big Idea: An important skill in 2nd grade is being able to use an understanding of place value to subtract, with and without the standard algorithm (borrowing/regrouping).

Here are some things your learner will be proud they can do !

- I can subtract a two digit from a three digit number. (Ex., 191-24.)
- I can use a place value chart to regroup in a subtraction problem.

Manipulatives or drawings are intended to help learners demonstrate the understanding of the concept of regrouping/borrowing. If your learner is comfortable using the algorithm without manipulatives or drawings they are not required.

With some practice...

Chat

Here are some handy questions to get conversation started.

Question	Potential Answer(s)
 <p>A learner solved this problem, $193-75$, and got the following answer. Explain their thinking.</p>	Listen for how your learner explains regrouping, if the person borrowed unnecessarily and the answer is off by 100. Click here for more direction on how to help your learner.
Lydia counted a total of 75 flowers in the garden. There were 39 blue flowers, and the rest were pink. How many flowers were pink?	Notice if your learner goes straight to calculation vs. estimating. 39 is 1 away from 40, so the answer should be around 35 because $75-40=35$. Estimation minimizes calculation errors.

Coach

Got a little more time? Check out this quick description of what your learner needs to know, advice for how to help them, and 1-2 websites for further learning.

You can help your learner develop their conceptual understanding of subtraction by coaching them to use pictorial representation or a place value chart to do subtraction problems. In 3rd grade learners will fluently use the standard algorithm (borrowing), so second grade is the time to make sure learners understand what all the crossing out of numbers means.

- Click [here](#) for a video for how to use a place value chart to do subtraction.
- Click [here](#) for a video showing how to use place value blocks to do subtraction.
- Click [here](#) to access a website for some online practice.

Create

Get inspired by ideas and create your own at-home learning experiences.

Subtraction practice can be as easy as math games. Play Race to Zero to practice subtraction. First, set a number, any number between 10 and 100. For second grade, you can start with 50. Next, take turns rolling a die (or dice, for a faster game), and subtracting that number from 50. Have paper and manipulatives (like coins, beans, etc.) handy for calculations. The first one to reach 0 wins. Make it more challenging by requiring learners to reach exactly 0.

- Click [here](#) to watch a video on how to play Race to Zero with coins.

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